

The New Scout Trail "TNT"

TNT program has been designed primarily to give new Scouts maximum opportunity to learn Boy Scout skills. In our effort to provide the skill training that your Scouts need, we ask that you please complete the **Individual History Form** provided and return it to the TNT Directors when you check in at camp. The Scout will then be sorted into patrols based on the requirements they need to complete.

Program Information

Tenderfoot TNT – For brand new Scouts, this program is offered as a half-day course (Periods 1-3). Scouts will work on Tenderfoot, Second Class and First Class requirements.

Second Class TNT – For new Scouts who have begun advancement but still have work to do, this program is offered as a 110-minute course (Period 4-5). Scouts will work on Second Class and First Class requirements.

First Class TNT – For new Scouts who just have some finishing up to do to complete the First Class Rank, this program is offered as a 50-minute course (Period 2).

Additional Opportunities

➤ **Monday evening at 7:15pm**

First Class requirement 9c (demonstrate line rescue) will be offered. All Scouts needing this requirement are invited to participate and get signed off whether they are in TNT or not. Scouts must be at least a beginning swimmer. Scouts should bring their **buddy tag** with them to be prepared to get in the water.

➤ **Tuesday afternoon at 1:00pm**

First Class requirement 5 (visit civic leader) will be offered. All Scouts needing this requirement are invited to participate whether they are in TNT or not.

Be Prepared!

What to bring to class:

- All Scouts should come to class ready to learn and have fun!
- Boy Scout Handbook
- Cup or water bottle
- Individual History form(s) (forms section) turned in at check-in on Sunday



Physical Fitness Test

Scouts will complete the physical fitness test on Monday. Scouts who have completed requirement **10a** at least 30 days prior to camp will complete the show improvement requirement **10b**. Please be sure to complete this information on the **Individual History Form**. All other Scouts will complete requirement 10a only.

TNT Information Cont'd

"Homework"

TNT Participants will have very little "homework" outside of class. On Monday, all Scouts will be asked to bring with them **tinder, kindling, and fuel** from their campsite. This is given as homework so as not to diminish the supply around the TNT site. The Scouts will be told what will be covered on the following day so they can review the topics in advance.

First Class requirement **7c** (make a camp gadget) will be given as homework. Small projects can be brought to class. For larger projects completed in the campsite, a note from the Scout leader will be accepted or they can invite their instructor to see it at their campsite.

Orienteering – TNT has a course available for your use. See a TNT instructor for the course sheets. The course key will be given to a Scoutmaster or other adult leader.

The TNT HIKE

Tenderfoot Hike

Scouts enrolled in the **Tenderfoot TNT** course will complete 2nd Class requirement 1b (5 mile map and compass hike) on Friday morning. The Scouts will receive a hike briefing during class on Thursday. These Scouts must report to the TNT shelter immediately following breakfast on Friday. **Scouts must have a water bottle and shoes suitable for hiking.** In addition to the hike they will also complete 2nd Class requirement **2g** (cook over wood fire). To complete this cooking requirement the Scout will be given a list of ingredients on Monday. The boys will need to check off the items they need to prepare the meal. Per the requirement, the meal can be either a breakfast or a lunch but they must be nutritionally balanced. Scouts should use the back of this form for their recipe and preparation instructions. The form needs to be returned no later than Wednesday to allow time to secure the ingredients. Scouts will return to camp in time for their 4th period class. Scoutmasters will assume responsibility for any Scouts not attending the hike. Please indicate on the cooking form if the Scout will not be participating and have the Scout turn in the form by Wednesday. In addition, Scouts who arrive on Friday morning after their patrol has departed on the hike will be sent back to their troop. Scoutmasters will assume responsibility for any Scouts not attending the hike.

It is a good idea not to schedule these Scouts for waiter duty for breakfast or lunch on Friday.

2nd Class Hike

Scouts enrolled in the **2nd Class TNT** course will complete 2nd Class requirement 1b (5 mile map and compass hike) on Wednesday afternoon. The Scouts will receive a hike briefing during class on Tuesday. These Scouts must report to the TNT shelter at 12:00 noon. **Scouts must have a water bottle and shoes suitable for hiking.** Due to time constraints, Scouts in the 2nd class program will not be able to complete 2nd Class requirement 2g (cook over wood fire.). These Scouts will eat lunch at the TNT shelter prior to departing on the hike. Scouts will return to camp in time for their 6th period class. Scouts not attending the hike need to bring a note from their Scoutmaster on Tuesday. In addition, Scouts who arrive on Wednesday after their patrol has departed on the hike will be sent back to their troop. Scoutmasters will assume responsibility for any Scouts not attending the hike.

It is a good idea not to schedule these Scouts for water duty at lunch on Wednesday.

MERIT BADGE ADVANCEMENT



To have a successful merit badge program, Scouts should begin planning weeks or months before arrival at camp. Some merit badges can easily be earned at camp while others will take quite a bit of work after camp to complete. **In Scouting, merit badges are open to all Boy Scouts; however, our experience shows that some badges are more difficult and academic in nature and that younger and less mature Scouts could struggle, therefore we have limited class registration by experience and age. Please help your Scouts to choose a schedule with which they can succeed!**

While we cannot make any substitutions for any requirements, we will do whatever possible to ensure that your Scouts have the most successful camp experience possible.

We are NOT a merit badge "Factory"!!! Just because a boy comes to camp and is registered for classes doesn't mean that he will automatically complete everything offered. His individual effort and responsibility will play a large part in his success.

Keep in mind that your Scouts may be assigned "Campwork" to do in their campsites at night. Scouts should have the merit badge books for each class. Supplies will be available in the Trading Post. Our camps offer Twilight Hours on Monday, Tuesday and Friday from 7:00pm to 8:00pm for extra instruction or makeup work for some merit badges. Scouts will be informed during Monday's classes as to the location of Twilight Hours.

See the "Program Section" for additional information and instructions on coursework registration.

Venturing Advancement

The Venturing Program of the Boy Scouts of America is a traditional part of Scouting that has goals very similar to that of the Boy Scout Program. Many of our older Boy Scouts are now also joining Venturing Crews to carry their hobbies and adventures to a higher level. We would encourage that Boy Scouts continue on the Eagle Trail and become involved in Venturing as a secondary association. Other youth join Venturing without having been in Scouts.

Venturing has a well-defined advancement structure, much of which is compatible and parallel to Boy Scout Advancement but usually goes a step further. We recognize that Venturers need an opportunity for advancement, especially in the Outdoor Bronze and Ranger Requirements. Please refer to the Ranger Guidebook for specific requirement details. Our course catalog has listed some of the compatible classes with a VR code for Venturing Requirements pertaining to the Ranger Award.



High Adventure Opportunities

Our Mission: Our goal is to meet the High Adventure demands of not only the older Scouts and Venturers, but all Scouts. We believe that every Scout and Venturer wants a chance to climb a mountain, or crash through a set of rapids. We must place age as well as class size restrictions on many of the High Adventure activities at Camp Rainey Mountain, and appropriate supplemental fees apply to help defray the cost of specialized equipment and additional certifications of the staff.

All of our High Adventure programs are staffed with individuals that have completed extensive training and hold applicable certifications for the specific activity. Safety is a top priority, so we will not operate any program if conditions exist that would jeopardize the safety of our students or staff.

See the High Adventure Course Descriptions following the Course Catalog

These programs are very strenuous in nature; therefore a Class III Medical Form #34412A is required and "All Activities" must be checked.

The High Adventure Director reserves the right to refuse any participant not physically able to complete the course. These guidelines are in place to ensure that the entire group will have a meaningful and safe week.

Pre-Camp Course Registration

Overview

Sign up for TNT, Merit Badges, High Adventure, and Scoutland Aquatics Outpost programs using our online Course Registration website. You can link to the site at www.nega-bsa.org. Be sure to plan ahead before entering information into the website. Discuss the various programs with your Scouts at a troop meeting and have them decide based on what their advancement needs and interests are. Provide them with a schedule and course description (found in this section), so that they may make an informed decision. Courses fill up quickly, especially High Adventure courses, so you will want to get online and register as soon as you are able.

Tip #1: Please sit-down and review with your Scouts their advancement history/record.

Tip #2: Use our Course Catalog and other resources to help your Scouts decide which courses they would like to take.

Course
Registration
begins in
March 2009.

A letter will be mailed to the Scoutmaster with the exact date along with your username and password. ***Troops must make the first Camp Fees payment by February 1st, 2009 in order to receive Course Registration Log-in information.*** Please see the ***2009 Fee Schedule*** in the General Information section located at the front of this guide.

Instructions

1. **October/November-** Fundraising, Popcorn sales and program planning for summer camp. Set aside one troop meeting to discuss summer camp programs and sign up for courses to take with each Scout. Use the **CRM Course Worksheet** found in the forms section of this guide to obtain each Scout's desired schedule
2. **January** – Collect and send in your first payment of camp fees, which are \$75 per Scout. REMEMBER, you can't get your password until you make the first Scout payment by February 1st, 2009. Your login information will be sent to you.
3. **February** – Finalize preparations for Online Coursework Registration. Make sure you have your User ID and Password.
4. **March** - (Check the Planning Calendar for your Online Coursework Registration opening day listed by week) Log onto the Course Registration Website via www.nega-bsa.org and begin registering Scouts for courses. Only register those Scouts who have made their first payments. A Scout is TRUSTWORTHY; please do not use "place-holders" or fake names for Scouts who have not crossed over or have not registered in your unit as these are deleted from time to time. Some courses' space can be expanded and are usually the courses that are best suited to first year campers such as TNT, First Aid, and Swimming Merit Badges. **COURSE SPACE FOR EACH COURSE IS FIRST-COME, FIRST-SERVED.**

5. Print the Unit's schedule from the online registration website. This is your confirmation. Please keep a record for when you arrive at camp.
6. Review each Scouts' schedule with them again. Some Scouts may have not gotten what they wanted. Check back online frequently for courses that were filled up as some Scouts in other units may drop out, freeing up space for your Scouts' needs.
7. **ALTERNATIVE OPTION:** You can mail, fax, or email your forms to the Council Office after the March 1st, 2009. You will receive a confirmation of receipt of your class request within a week of our receiving it. If you do not receive your confirmation, please call and let us know.
MAIL/EMAIL/FAX info to:

Summer Camp Course Registration	
Northeast Georgia Council, BSA	
PO Box 399	
Jefferson, GA 30549	FAX: 706.693.4849
camping@nega-bsa.org	
www.nega-bsa.org	

NEW for 2009 !!!

Technology Department

The Technological Studies Department is designed to give Camp Rainey Mountain one of the most unique camp programs in the southeast, if not the country. Tech Studies will teach merit badges that give a weeklong experience in Science and Technological Careers. Offering these badges not only allows for a unique program, but also for an excellent vocational experience at Camp Rainey Mountain. Tech studies will offer the following merit badges: **Chemistry, Composite Materials, Electronics, Energy, Engineering, Nuclear Science, Radio, and Space Exploration.** These badges offer more specific education, interest, and originality to the Camp Rainey Mountain program.

These classes will be added to the matrix prior to on-line class registration in March.

CRM Course Schedule 2009

NEW Tech Classes to be added!

	9:00 - 9:50	10:00 - 10:50	11:00 - 11:50	2:00 - 2:50	3:00 - 3:50	4:00 - 4:50
American Heritage			x			x
Archery	x	x	x	x	x	x
Art and Music	x		x			
Astronomy	x	x				
Basketry and Leatherwork	x	x	x	x	x	x
Bird Study NEW!!!	x		x			
BSA Lifeguard						
COPE						
Camping	x	x	x	x	x	x
Canoeing						
Chemistry						
Cinematography				x	x	x
Citizenship in the Nation	x	x		x	x	x
Citizenship in the World		x	x	x	x	x
Climbing						
Communications	x	x	x		x	x
Composite Materials			x	x		
Cooking						
Electronics					x	x
Emergency Preparedness	x	x	x	x		x
Energy			x	x		
Engineering					x	x
Environmental Science						
Environmental Science						
Fire Safety	x	x	x	x		x
First Aid	x		x	x	x	x
First Aid	x	x	x	x		x
Fish & Wildlife Management	x		x			
Fishing				x	x	x
Forestry	x	x				
GOLD RUSH!						
Golf						
Indian Lore	x		x	x	x	x
Lifesaving						
Mammal Study						x
Metalwork				x	x	x
Mountain Trek						
Nature			x	x		
Nuclear Science	x	x				
Orienteering						
Personal Fitness	x	x	x			
Photography	x	x				
Pioneering						
Powerboat Extreme SL Aquatics Outpost						
Radio						
Reptile & Amphibian				x	x	x
Rifle	x	x	x	x	x	x
Rowing	x	x	x	x	x	x
Sailing Adventure SL Aquatics Outpost						
Salesmanship		x			x	
Shotgun						
Small Boat Sailing						
Soil and Water Conservation				x	x	
Space Exploration			x			
Swimming						
Swimming						
Swimming Clinic			x			x
TNT - Tenderfoot						
TNT - Second Class						
TNT - First Class		x				
Weather		x	x			
Whitewater Canoe SL Aquatics Outpost						
Whitewater Kayaking						
Wilderness Survival						
Woodcarving	x	x	x	x	x	x
	x	=	No class this period			
		=	Single-period class			
		=	Two-period class			
		=	Three-period class			
		=	Full-day class			

This schedule is tentative. The updated version will appear on the website in time for online coursework registration and a copy will be mailed to you with your UserID and Password.

Photocopy the Course Catalog so your Scouts can "Be Prepared"

CRM Course Catalog

Group	Class	Notes	Pre-Requisites	Additional cost
11 years old or Older or First year	Personal Fitness ER	Req.'s 7 and 8 will be started <u>but not completed</u> at camp	Requirement 1	none
	Basketry & Leatherwork	Kits vary, and are available in the trading post	Scouts will work to earn both MB's	Approx. \$27.00 to purchase kits in Trading Post
	Swimming Clinic	This is NOT a merit badge	For non swimmers,beginners, or learn advanced skills.	none
	First Aid ER	Complete requirements 1, 2b, 3c, and 7 prior to camp		none
	Fishing	Please bring your personal gear/ no license required		none
	Indian Lore	Kits vary, and are available in the trading post	Approx. \$12-\$20 to purchase kits in Trading Post	
	Mammal Study		Requirement 3c	none
	Metalwork			\$3
	Nature			none
	Swimming ER	A longsleeve shirt, long pants, belt, shoes and socks are required for class.	Pass BSA Swim Test	none
	TNT, Tenderfoot	This is a three period class (1, 2, & 3 period) for NewScouts		none
	TNT, Second	his is a two period class (4 & 5 period) for Tenderfoot Scout		none
	TNT, First	This is a one period class (5th) for 2nd Class Scouts.		none
	Woodcarving	Scouts should have a knife suitable for carving and a Totin'	Approx. \$6.00 to purchase kit in Trading Post	

Group	Class	Notes	Pre-Requisites	Additional cost
12 years old or Older or Second Year	Archery	Includes materials, bowstring, arrow kit components, etc.	Requirement 1c (local and state laws)	\$17
	Art / Music	Scouts will work to earn both MB's		none
	Astronomy	binoculars recommended		none
	Camping ER	This badge can be partially completed at camp; Bring camping gear	Complete requirements 5e,7c,9, prior to camp. Scouts should have First Aid MB	none
	Canoeing		Pass BSA Swim Test	none
	Cinematography			none
	Cooking	This is a two period class.	Firebuilding skills, complete requirement 7 prior to camp.	none
	Emergency Preparedness ER		Complete requirements 1, 5, 8c prior to camp. Scouts should have First Aid MB	none
	Forestry			none
	Golf	This is a three period class	Bring your own clubs	\$50
	Insect Study			none

We have designated our classes by suggesting camper years and age

ER= Eagle Required

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CRM Course Catalog Cont'd

Photocopy the Course Catalog so your Scouts can "Be Prepared"

Group	Class	Notes	Pre-Requisites	Additional cost
12 years old or Older or Second year	Livesaving ER		Pass BSA Swim Test, 2nd class 7a-c, 1st class 9a-c	none
	Orienteering	Scouts must provide their own compass		none
	Photography	Includes film processing for up to 27 exposures	Bring your own camera and film. No digital cameras.	\$12
	Pioneering	Scouts should possess basic knot tying skills	Tenderfoot 4a-b, 1st class 7a-c,8a	none
	Reptile & Amphibian		Complete requirement 8 prior to camp and bring your findings with you	none
	Rifle Shooting	Includes targets, ammo, and eye protection, ear protection	Requirement 1d (local and state laws)	\$17
	Rowing		Pass BSA Swim Test	none
	Salesmanship	Learn the principles and take a turn in the Trading Post!		none
	Small Boat Sailing		Pass BSA Swim Test	none
	Space Exploration	Includes materials, Rocket kit, and engines	Kits are available in the trading post	Approx. \$6.00 to purchase kit in Trading Post
	Weather			none
	Wilderness Survival	Scouts should bring sleeping bag, ground cloth, and flashlight to camp		none
	Fish & Wildlife Mgt			none
	Soil & Water Cons			none
	Fire Safety			none
	Bird Study	Bring your own binoculars	Requirement 7b	none
	American Heritage		Requirement 4	

Group	Class	Notes	Pre-Requisites	Additional cost
13 years old or Older or Third year	Citizenship in the Nation ER	Back by popular demand! Strictly limited in size for quality control.	Requirements 2 & 3	none
	Citizenship in the World ER		We plan to have an International Camp Staffer for 7c	none
	Communications ER		Requirement 8	none
	Environmental Science ER	Course requires 5 hours of class time as well as independent observation		none

*We have designated our classes by
suggesting camper years and age.*

ER= Eagle Required

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CRM Course Catalog Cont'd

Photocopy the Course Catalog so your Scouts can "Be Prepared"

Group	Class	Notes	Pre-Requisites	Additional cost
13 years old or Older or Third year	Power Boat Extreme!! VR	HA Full Week Program Scoutland Aquatics Outpost	Pass BSA Swim Test	\$85
	Sailing Cruise VR	HA Full Week Program Scoutland Aquatics Outpost	Pass BSA Swim Test. Sailing experience recommended, not required	\$75
	Shotgun VR	Includes skeet, shells, and eye/ear protection	Scouts should have previously earned the Rifle Merit Badge	\$27
Group	Class	Notes	Pre-Requisites	Additional cost
14 years old or Older or Fourth year	Gold Rush!	Pioneering Expedition	See Gold Rush Page	\$65
	BSA Lifeguard VR	Full Week Program	Pass BSA Swim Test, CPR Certification Must be 14 y/o	none
	C.O.P.E. VR	HA Half-Day Program		\$45
	Climbing VR	HA		\$55
	MountainTREK! VR	HA Full Week Program Bartram Trail, Chatooga River	Previous Hiking Experience See Leaders Guide	\$75
Now offering More Whitewater Opportunities for beginning and experienced paddlers!	Whitewater Canoeing VR	HA Full Week Program Scoutland Aquatics Outpost	Previous Paddling Experience recommended, not required See Leaders Guide	\$85
	Whitewater Kayaking VR	HA Full Week Program 4 days on 4 different rivers	Pass BSA Swim Test See Leaders Guide Scouts should have previously earned the Canoeing MB	\$135

ER = Eagle Required
HA = High Adventure

VR = Venturer, Ranger Core or Elective

We have designated our classes by suggesting camper years and age.

Course Fees Breakdown

Some Merit Badge and Advancement programs offered at both Scoutland and Camp Rainey Mountain have either an associated additional fee or require that a Scout purchase a kit or materials in the trading post upon arrival. This chart designates which fees should be paid with the balance of your camper fees and which fees simply require Scouts to bring additional cash for a trading post purchase. Please **DO NOT** collect trading post purchase money to be included with campers fees. **Trading post items cannot be pre-purchased or credited from campers fees.**

Additional fees due with balance of fees payment or upon arrival at camp:

▪ Metalwork -	\$ 3.00	▪ Sailing Cruise Adventure-	\$ 75.00
▪ Archery –	\$ 17.00	▪ Gold Rush -	\$ 65.00
▪ Golf –	\$ 50.00	▪ COPE -	\$ 45.00
▪ Photography –	\$ 12.00	▪ Climbing -	\$ 55.00
▪ Rifle -	\$ 17.00	▪ Mountain Trek -	\$ 75.00
▪ Shotgun -	\$ 27.00	▪ Whitewater Canoe -	\$ 85.00
▪ Powerboat Extreme -	\$ 85.00	▪ Whitewater Kayak -	\$135.00

Individual Scouts should bring these fees to camp with them for Trading Post Purchase:

- Basketry & Leatherwork - \$24.00
- Woodcarving - \$ 6.00
- Indian Lore - \$12.00 – \$18.00
- Space Exploration - - \$ 6.00

White Water Raft Trip

Nantahala Raft Trip is an optional excursion which takes place on Thursday afternoon. Troops have until Sunday of arrival to register. Cost is \$35.00 per person which includes a guide assisted tour, a patch, and a box dinner. Fully guided tours require an additional fee. Troops must transport themselves to and from the outfitter. All Scouts and Adults **MUST** pass the BSA Swimmers Test to be eligible for this trip.

Chattooga River Raft Trip is an optional excursion which takes place on Thursday afternoon. This trip has very limited capacity (20 max per week) and fills quickly. Cost is \$65.00 per person which includes a guide assisted tour, a patch, and a snack. Fully guided tours require an additional fee. Troops must transport themselves to and from the outfitter. This trip is designed for older Scouts and experienced rafters. All Scouts and Adults **MUST** pass the BSA Swimmer Test to be eligible for this trip. **Registration and fees for the Chattooga River Raft Trip must be received no later than April 15, 2008.**

Course Locations

Some course locations may change for accommodation purposes. This guide will give you a general idea of where courses will meet on the first day. Some courses move around throughout the week or change locations permanently after the first meeting.

Shooting Ranges

Archery
Rifle
Shotgun

Nature Lodge

Astronomy
Nature
Mammal Study
Environmental Science
Fish & Wildlife Management
Weather
Fishing
Forestry
Reptile & Amphibian Study
Bird Study
Soil & Water Conservation

Handicraft Center

Art & Music
Basketry & Leatherwork
Cinematography
Metalwork
Photography
Woodcarving

Ballard Cabin

American Heritage

Beaver Shelter – Life Skills

Emergency Preparedness
Fire Safety
First Aid

Fox Shelter – Cultural Studies

Personal Fitness
Citizenship in the Nation
Citizenship in the World
Communications

Eagle & Bobwhite Shelters – TNT

TNT Tenderfoot
TNT Second Class
TNT First Class

Headquarters Building Porch

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Golf – departs at 9:15am and 2:15pm
Gold Rush! – departs Monday morning
Mountain Trek – meets Sunday night
SL Aquatics Outpost Programs -
Whitewater Canoe
Powerboat Extreme
Sailing Cruise Adventure
Departs Sunday evening at 8:00pm

Trading Post Porch

Salesmanship

Bear Shelter – Scout Skills

Camping
Cooking
Indian Lore
Orienteering
Pioneering
Wilderness Survival

Waterfront A-dock

BSA Lifeguard
Canoeing
Rowing
Small Boat Sailing
Swimming
Swim Clinic
Whitewater Kayaking

Waterfront B-dock

Lifesaving

Challenge Valley

Climbing/COPE

Technology Department - TBA

Chemistry
Composite Materials
Electronics
Energy
Engineering
Nuclear Science
Radio
Space Exploration

Mountain Trek backcountry hiking

This special program takes participants offsite into the backcountry wilderness of the Chattahoochee and Sumter National Forests. See unique vistas and distinctive mountainsides along the Bartram Trail, including Rabun Bald, Warwoman Dell, and Big Rock overlooking Camp Rainey Mountain. At the end of the week, take off the backpacks and pick up canoes as your trek takes you down to the riverfront of the "Wild and Scenic" Chattooga River. From there you will paddle parts of section II and section III. Find out more about this wilderness encounter by visiting www.bartramtrail.org and www.chattoogariver.com.



Who can participate?

Scouts must be 14 years old by June 1st, 2009, in order to participate. Scouts should have some hiking and canoeing experience. Scouts must be First Class Rank or higher to participate. Practice hikes are recommended, though not required. Scouts must pass the BSA Swimmers test. Crews of up to 10 Scouts are provisionally staffed, so individual Scouts can attend and participate at any time. Adults may participate with the crews but must pay the adult fee (\$120) plus the additional trek fee (see below). All participants must be physically fit and able to hike up to 10 miles or more per day with full pack. Any female Ventures should provide an adult female. The High Adventure Director or Camp Director reserves the right to refuse any participant in their opinion that is not physically able to complete the course.

Be Prepared!

Trek participants must provide their own Backpack (3,500-4,000 cubic inches recommended). Participants should also bring the following personal gear:

- | | |
|--|---|
| <input type="checkbox"/> Backpacking tent | <input type="checkbox"/> Pocket knife |
| <input type="checkbox"/> Sleeping bag (stuff sack) | <input type="checkbox"/> Toiletries |
| <input type="checkbox"/> Rain gear | <input type="checkbox"/> Personal first-aid kit |
| <input type="checkbox"/> Flashlight and extra batteries | <input type="checkbox"/> moleskin |
| <input type="checkbox"/> Waterproof matches | <input type="checkbox"/> Packer's trowel, toilet paper |
| <input type="checkbox"/> Towel, soap (camp suds) | <input type="checkbox"/> Compass, or GPS |
| <input type="checkbox"/> Hiking boots (broken in) | <input type="checkbox"/> Backpacker's repair kit (grommets, cord, etc.) |
| <input type="checkbox"/> Light athletic shoes (in camp, stream crossing) | <input type="checkbox"/> Bandana |
| <input type="checkbox"/> Extra clothing | <input type="checkbox"/> Extra stuff sack |
| <input type="checkbox"/> Sunscreen, insect repellent | <input type="checkbox"/> Water bottles |
| <input type="checkbox"/> Sweatshirt or light jacket | <input type="checkbox"/> Class III Med form #34412 |
| <input type="checkbox"/> Swimsuit | (2 copies) |
| <input type="checkbox"/> Mess kit, spoon, insulated mug | |

The camp will provide cook gear, canoeing equipment, and dry bags for paddling.

Additional cost:

\$75 in addition to regular campers fees.



Climbing Adventure Climbing Merit Badge



Take advantage of the unique climbing opportunities in and around Camp Rainey Mountain! Learn the basics at Challenge Valley when you head to the Climbing Tower. Then you can take your experience to Big Rock or other natural rock faces (weather permitting). Scouts participating in this program will complete requirements for the Climbing Merit Badge (Eagle Required) with the exception of First Aid and CPR requirements which should be completed before camp. The Mountaineering Elective for Venturing participants will be completed with the exception of requirement 4d, the table-top display or presentation, and requirement 9, leading a group on a climbing activity.



Who can participate?

Scouts must be 14 years old by June 1st, 2009 and must have completed the First Class Rank to participate. This activity is very strenuous and requires completion of certain skills as outlined in the Climbing Merit Badge Pamphlet; therefore, the High Adventure Director or Camp Director reserves the right to refuse any participant who in their opinion is not physically capable of completing the course. **There is a strict limit of 12 participants per session (24 total).** *Due to the strict limitations in the number of participants allowed, ADULTS may observe but may not participate in this program.*

Be Prepared!

Participants will need to bring the following gear to camp with them:

- | | |
|--|---|
| <input type="checkbox"/> Rain gear | <input type="checkbox"/> Insect repellent NON-aerosol |
| <input type="checkbox"/> Appropriate hiking boots | <input type="checkbox"/> Bandana |
| <input type="checkbox"/> Hydration system or two water bottles | <input type="checkbox"/> Sunglasses |
| <input type="checkbox"/> Climbing shoes or sneakers | <input type="checkbox"/> Long pants |
| <input type="checkbox"/> Leather gloves | <input type="checkbox"/> Class III Med Form (2 copies) |

The camp will provide all other necessary climbing equipment including harness, ropes, hardware, and helmet. Personal harnesses, ropes, helmets or hardware **may not** be used during this course.

Program Schedule

Tentative schedule is subject to change. Participants will remain in base camp throughout the week. This is a half-day course. Some work may require that participants arrive earlier or stay later in order to complete the necessary training, but should not interfere with other programs.

Monday: learn the required emergency procedures, environmental considerations, and proper clothing, footwear for climbing, ropes for climbing and rappelling, and equipment management.

Tuesday: learn knots, harness fitting, verbal signals and commands, and other equipment skills necessary for climbing. The staff will demonstrate and teach belay techniques.

Wednesday: Belay practice is required prior to any climbing activities. learn from climbing and rappelling demos plus personal instruction in techniques. Climbing practice at the tower.

Thursday: Climbing at Big Rock (weather permitting)

Friday: Climbing at Mount Currahee or other natural rock faces (weather permitting)

Additional Cost:

\$55.00 for all participants

In addition to regular camp fees.



COPE Challenging Outdoor Personal Experience



Camp Rainey Mountain offers two half day sessions of COPE this year! Come find out what COPE is all about. Challenging activities help older Scouts understand teamwork, confidence building, challenge by choice, leadership, and initiative. Participants will get a full tour of **Challenge Valley** as they visit different sites including the Low Course and the High Course. The possibilities are seemingly endless! This course is managed by a BSA National Camping School Certified COPE Director and staffed by a highly qualified and trained group of adult Scouts.

www.nega-highadventure.com

Who can participate?

Scouts must be 14 years old by June 1st, 2009 and must have completed the First Class Rank to participate. This activity is very strenuous and requires completion of certain challenging skills; therefore, the High Adventure Director or Camp Director reserves the right to refuse any participant who in their opinion is not physically capable of completing the course. **There is a strict limit of 16 participants per session (32 total).** *Due to the strict limitations in the number of participants allowed, **ADULTS may observe but may not participate in this program unless space is available.** Adults must pay the High Adventure fee associated with this activity.*

Be Prepared!

Participants will need to bring the following gear to camp with them:

- ☐ Hydration system or two water bottles
- ☐ Boots or sneakers
- ☐ Leather work gloves
- ☐ Insect repellent Non-aerosol
- ☐ Bandana
- ☐ Sunglasses
- ☐ **Class III med form # 34412 (2 copies)**

The camp will provide other necessary equipment such as helmets, ropes, harnesses, and hardware. Personal helmets, ropes, harnesses, and hardware may not be used during this course.

Program Schedule

Tentative schedule for COPE is subject to change. Participants will remain in base camp throughout the week. This is a half-day program. Some work may require that participants arrive earlier or stay later than the designated times in order to complete the necessary training, but this should not interfere with other programs.

Monday – Team Building/Initiative Games

Tuesday – More games, Low Course

Wednesday – Low Course

Thursday – High Course

Friday – High Course

Additional Cost:

\$45 for all participants

In addition to regular camper fees



Whitewater Kayaking



Northeast Georgia is home to some of the most exciting whitewater areas in the country. Now Scouts and venturers can take advantage of these opportunities in this unique whitewater training program. With experienced and well-trained instructors, you'll spend one day on the lake and four days on four different rivers! This program is for accelerated learners who can move fast. This activity provides more than just the bumps and rolls of whitewater rafting.

Who can participate?

We will only accept 10 participants into this program each week. Any more than ten would pose unacceptable safety risks. This is a firm Council policy. Accordingly, Scouts should choose alternate programs in the event they are not accepted into the program. Scouts must be 14 by January 1st, 2009 and must have attained First Class Rank. Sign up for this program using the online registration. You will want to sign up on the earliest date possible since this program will fill up quickly. Participants may be restricted from attending certain rivers or training activities (at the instructors discretion) if they do not learn the necessary skills. Safety being the primary concern, the onsite whitewater director will consult with the Scoutmaster and camp director, but must have the final say regarding river safety and river restrictions. The whitewater director or Camp Director reserves the right to refuse any participant in their opinion not physically able to complete the course. *Due to the strict limitations in the number of participants allowed, ADULTS may observe but **may not** participate in this program unless space is available. NO EXCEPTIONS.*

Be Prepared!

We cannot take a participant on the river without the following equipment:

- ☐ Water bottle
- ☐ Whitewater waiver form
- ☐ Swim wear
- ☐ Synthetic shirt/top
- ☐ Soft-soled water shoes **NO SANDALS, flip flops or athletic shoes**
- ☐ **Class III Med Form # 34412** (2 copies)

The camp will provide the necessary equipment such as boats, floatation, PFDs, paddles, paddling jacket, helmet and spray skirt.

Program Schedule*

Monday: Kayak instruction on Lake Toccoa

Tuesday: Moving water practice on the Tuckaseegee River (Dillsboro, NC)

Wednesday: River trip to the Upper Chattahoochee River (Clarkesville, GA)

Thursday: River trip to the Nantahala River (Bryson City, NC)

Friday: River trip to the Chattooga River (Long Creek, SC)

* Schedule is determined by strength of class and river levels.



Additional cost:

\$135

In addition to regular campers fees.



Scoutland Aquatics Outpost

PART OF THE CAMP RAINEY MOUNTAIN PROGRAM

Take part in one of the most unique programs in Boy Scout Camping!! Scoutland Aquatics Outpost is located just an hour south of Camp Rainey Mountain on beautiful Lake Lanier, Georgia's largest man made lake.

Older Scouts (13 and up) can take part in any of these weeklong events. Scoutland Aquatics Outpost features catered meals, flexible daily schedule, and a relaxed atmosphere providing a unique experience to the everyday summer camp. You'll enjoy the low student-instructor ratio and one-on-one time with boating experts.



Scouts can attend with their troop or as an individual. Adult Leadership is provided for Scouts while on the outpost. Troop leaders may attend with their Scouts or remain at Camp Rainey Mountain with the rest of their troop.

Scouts may arrive on their own at Scoutland on Sunday evening after 8:00pm or, ***shuttle service is provided for Scouts arriving with their troop at Camp Rainey Mountain.*** Listen for the announced departure at the evening flag ceremony on Sunday. Scouts will be shuttled back to Camp Rainey Mountain on Friday evening after supper.

Whitewater Canoe



Take part in a week-long adventure with you and your paddling buddy. Throughout the week you will learn how to maneuver and paddle your canoe on some of Northeast Georgia's most exciting whitewater for beginners. Paddlers will experience four full days of paddling on whitewater Class I, II and III rapids.

Who can participate?

Scouts must be 14 years old by June 1st, 2009, to participate. Participants must pass the BSA swimmers test and be in good physical condition to paddle long distances and carry canoes. Participants should have completed canoeing merit badge prior to taking this course. We recommend that participants have done at least a 10-mile canoe trip prior to participation. The High Adventure Director or Camp Director reserves the right to refuse any participant in their opinion not physically capable of completing the course. **There is a strict limit of 10 participants.** *Adults are welcome to participate if space is available.*

Be Prepared!

Participants will need to bring the following gear to camp with them:

- | | |
|--|---|
| <input type="checkbox"/> Backpacking tent | <input type="checkbox"/> Personal gear |
| <input type="checkbox"/> Sleeping bag/ ground mat | <input type="checkbox"/> Water shoes/ sandals |
| <input type="checkbox"/> Swim wear | <input type="checkbox"/> Synthetic shirt/shorts |
| <input type="checkbox"/> Sunscreen, hat, sunglasses | <input type="checkbox"/> Rain gear |
| <input type="checkbox"/> Toiletries | <input type="checkbox"/> Wind pants |
| <input type="checkbox"/> Bug repellent | <input type="checkbox"/> Packers towel |
| <input type="checkbox"/> Water bottle | <input type="checkbox"/> Class III med form (2 copies) |
| <input type="checkbox"/> Lightweight jacket/ sweater | |

The camp will provide canoe equipment needed including paddles, PFD, flotation, and dry bags for food and gear.

Program Schedule

Tentative schedule is subject to change. Participants will travel to each river from the Scoutland Aquatics Outpost each day and will camp on the Aquatics Outpost each evening.

Monday: Swim/canoe training at Scoutland Aquatics Outpost. Flat water practice
 Tuesday: Chattahoochee River
 Wednesday: Chestatee River
 Thursday: Etowah River
 Friday: Upper 'Hooch

Additional cost:

\$85 for all participants
 In addition to regular camp fees.



Sailing Adventure Large Boat and small boat sailing and racing

Join us at Scoutland Aquatics Outpost for a sailing adventure! Live aboard your own 22' sail boat while "learning the ropes." Develop teamwork and leadership skills in this dynamic environment of sailing. Participants will try their hands at working with others aboard a J/Y 15' and working their way up to a 22' Catalina. Scouts will learn knots, marlinespike, anchoring and ground tackle, points of sailing, rules of the road, navigation, piloting, and sail trimming. This course is ideal for beginning sailors.



Who can participate?

Scouts must be 13 years old by June 1st, 2009, to participate. Participants must pass the BSA swimmers test and be in good physical condition for the rigors of sailing. Prior sailing experience is recommended but not necessary. The High Adventure Director or Camp Director reserves the right to refuse any participant who in their opinion is not physically capable of completing the course. **There is a strict limit of 12 participants.** Due to the strict limitations of participants allowed, ADULTS may observe but **may not** participate.

Be Prepared!

Participants will need to bring the following gear to camp with them:

- | | |
|--|--|
| <input type="checkbox"/> Personal gear | <input type="checkbox"/> Light jacket/ sweatshirt |
| <input type="checkbox"/> Sleeping bag | <input type="checkbox"/> Leather gloves |
| <input type="checkbox"/> Deck shoes/ water shoes | <input type="checkbox"/> Swimming gear |
| <input type="checkbox"/> Toiletries | <input type="checkbox"/> Sunscreen, sunglasses |
| <input type="checkbox"/> Water bottle | <input type="checkbox"/> Hat |
| <input type="checkbox"/> Rain gear | <input type="checkbox"/> Class III Med Form |
| <input type="checkbox"/> Wind pants | |

The camp will provide all necessary sailing equipment including PFDs.

Program Schedule

Tentative schedule is subject to change. Participants will remain on base camp throughout the week.

Monday: Knot work, parts of the boat, sailing commands, J/Y15 sailing
 Tuesday: Points of Sailing, basic sail trim, more sailing
 Wednesday: Basic navigation, racing, more sailing
 Thursday: Anchoring, ground tackle, sailing 22' boats
 Friday: More sailing!

Additional Cost:

\$75 for all participants

In addition to regular camp fees.



Power Boat Extreme Motor boating, Water Skiing, and more...

Participants will be transported to and based at the Scoutland Aquatics Outpost. Qualified leaders are provided for this adventure. Scouts will learn motor boating and water skiing while earning both of these merit badges. Practice skills and have fun on the water while tubing, water skiing, slalom, knee boarding and wake boarding.



Who can participate?

Scouts must be 13 years old June 1st, 2009, to participate. Participants must pass the BSA swimmers test and be in good physical condition. Prior experience is recommended in motor boating and water skiing. The High Adventure Director or Camp Director reserves the right to refuse any participant in their opinion who is not physically capable of completing the course. **There is a strict limit of 12 participants.** *Due to the strict limitations of participants, ADULTS may observe but **may not** participate.*

Be Prepared!

Participants will need to bring the following gear to camp with them:

- | | |
|---|--|
| <input type="checkbox"/> Personal gear | <input type="checkbox"/> Water bottle |
| <input type="checkbox"/> Toiletries | <input type="checkbox"/> Water shoes |
| <input type="checkbox"/> Swim gear | <input type="checkbox"/> Towel |
| <input type="checkbox"/> Sunscreen, hat | <input type="checkbox"/> Class III Med Form |
| <input type="checkbox"/> Sunglasses | |

The camp will provide the necessary equipment including skis, wake boards, knee boards, PFD's. Scouts may bring personal gear as well.

Program Schedule

Tentative schedule is subject to change. Participants will remain in base camp throughout the week.

Monday: Motor boating
Tuesday: Water skiing
Wednesday: Water skiing
Thursday: Knee boarding
Friday: Wake Boarding



Additional Cost:

\$85 for all participants
In addition to regular camp fees.



Camp Rainey Mountain takes you back to the time of America's first Gold Rush that took place in the North Georgia Mountains. Experience the year 1828 when Gold changed everything and shaped the lives of our people, our culture and our way of life.

Who can participate?

Participants must be 14 years old by June 1st, 2009 in order to participate. Scouts must be First Class Rank or higher to participate. This trip involves hiking into back country wilderness and being away from camp for the entire week.

Adults may observe but may not participate.

What can you expect?

Rustic Cabins built in true pioneer fashion; Advanced outdoor cooking; tomahawk and knife throwing; mountain basketry; black powder rifle; fishing; tanning leather; blacksmithing; period craft and art; Bluegrass and Appalachian music-making; native plants and herbs; history and heritage; folk and Indian pottery; storytelling.....

Advancement opportunities...

Although the program is not designed to complete merit badges we typically cover portions of Pioneering, Cooking, Metalwork, Leatherwork, Woodwork, Fishing, Rifle, American Heritage and more...

Be Prepared!

Gold Rush participants will hike to their program site on Monday. Gear should be brought to camp in their own BACKPACK (3,500-4,000 cubic inches recommended).

- Sleeping bag, ground pad, Backpack
- Rugged jeans, extra clothing, swim suit, rain gear
- Flashlight extra batteries, pocket knife
- Normal camping gear and personals

Additional Cost:

\$65 in addition to regular camper fees. See your Summer Camp Program Guide or log onto www.nega-bsa.org for more information.



NANTAHALA RAFT TRIP *High Adventure for EVERYONE!*



Here's an opportunity that everyone can enjoy. Over 750 campers did in 2008! Camp Rainey Mountain offers a raft trip each Thursday. This expedition will take your Scouts and adults to the thrilling Nantahala River which drops through a forested gorge of the same name located about 15 miles southwest of Bryson City, North Carolina. At the Nantahala, rhododendron and stately hemlocks provide an atmosphere of fragrant beauty. The river is clean and cold, and the class II and III rapids offer a challenge to all participants. The Nantahala is dam controlled so that there is a sufficient water level all summer. The size of this group is not limited, but pre-registration is required by indicating the number of Scouts and adults participating on the fees transmittal form included in this Leader's Guide. The fee is \$35.00 per person that includes all of your equipment, an orientation session, a meal when you're done and an Exclusive Patch.

Cost: \$35.00 per person (Nantahala River only)

Guided Raft Trips are available for an **additional fee**. See the camp director about the Guided option. Your troop may wish to pay for this trip upon arrival at camp. We'll need a definite number by Monday breakfast.

Note: Troops must provide their own transportation to and from the river. Since the Scouts will be getting wet, please have them bring a dry change of clothes and some shoes (sneakers or other river shoes) to wear



Chattooga Raft Trip

This is an advanced Whitewater Rafting Trip. Experienced Scouts can paddle Class II, III, and IV rapids. Limited to 20 participants per week. Includes transportation to and from Camp Rainey Mountain and the River Outfitter.

The Chattooga River is a natural "Wild and Scenic" river, which means that trips are subject to change or cancel without notice. Chattooga River trips must be registered and paid in advance. The fee is \$65.00 per person that includes all of your equipment, an orientation session, a snack when you're done and an Exclusive Patch.

Cost: \$65.00 per person (Chattooga River only) Register no later than April 18. Payment due at time of Registration.

"Hats off to the CRM staff!!! Troop 491 had a great time full of learning, teaching, growing, making new friends, all in a setting of SCOUTING FUN! CRM has excellent programs, support, facilities, and staff."

Doug McBriarty
Scoutmaster
Troop 491, Central Florida Council

LOCAL HIKING TRAILS *High Adventure for EVERYONE!*

Opportunities for hiking abound at Camp Rainey Mountain and Scoutland. Our dining halls will gladly prepare a "sack meal" for your troop or patrol to take hiking on any of the many trails you will find either at Camp Rainey Mountain or Scoutland. Please indicate your request to the dining halls on Monday morning.

WATERFALL / NATURE TRAIL

The beginning of this trail is located near Russell Campsite approximately 150 yards from the road. This is a great in-camp short patrol hike. There is a waterfall on this trail.

BIG ROCK TRAIL

The beginning of this trail is located across from the Demorest Campsite. This is a STRENUOUS hike. It will take approximately 45 minutes to reach the top at Big Rock, but the view of Camp Rainey Mountain and the beautiful northeast Georgia mountains is worth the effort. Please be sure that everyone on your hike up Big Rock takes water. Adults must accompany Scouts on this hike. There is a patch available for purchase in the Trading Post for those who complete this hike.

CHARLES SMITH JR. MEMORIAL TRAIL

This trail is named in memory of Charles Smith, Jr., former Scoutmaster of Troop 26 from Gainesville, Ga. The hike loops out of camp and connects into the Bartram Trail System at Green Gap. Please be sure that everyone on your hike takes plenty of water and that adults accompany Scouts on this hike since it leaves camp. Estimated time to hike the entire trail is 2.5 hours.

BARTRAM TRAIL

The Bartram Trail stretches from Georgia into North Carolina. The Georgia portion extends 38 miles in the Chattahoochee National Forest. This segment starts from the West Fork of Chattooga River to the summit of Rabun Bald and on to the Georgia-North Carolina Border. There is good fishing along the way in the many streams that cross or run near the trail. Start from the Charles Smith trail.

www.bartramtrail.org

WARWOMAN DELL

This is a nearby recreation area in the Chattahoochee National Forest. Easily gain access from the Bartram Trail by starting from the Charles Smith trail follow directions from the stone marker at Green Gap. Warwoman Dell features a nature trail, historic elements and picnic area and a beautiful waterfall. This area was developed by the Civilian Conservation Corps in the late 1940s.

Chattooga River Trail

This hike takes you along the pristine Chattooga Wild and Scenic River. This extended hike can be reached from the Bartram Trail heading out of camp or by road access from the Georgia side of the Chattooga River (ask for directions from our staff). Witness the raging waters at the famous Bull Sluice or hike up to Ellicott Rock and learn about early surveyors.

Rainey Mountain Peak Trail

This hike continues past the Big Rock trail and UP to the peak of "our" mountain. This hike will qualify for the camping MB requirement 9b(1): "Hike up a mountain, going at least 1000 vertical feet."

"(I am) extremely impressed with your staff, they are highly motivated!"
– Lanny Rhodes, Troop 57, Coastal Empire Council

SOMETHING FOR ADULTS TO DO

Scouts aren't the only ones who have fun scheduled activities at camp. We have activities planned each week to occupy your time. Listed here are some of the activities that have already been planned. We'll add some different ones each week:

The Scoutmaster Office - For those leaders that just can't get away from the office for a week. We provide a quiet, air-conditioned office with local phone service, copier, fax, office supplies, and a computer with Microsoft Office, printer, Internet and email access!

Nature/History Hike - Learn the history of Camp Rainey Mountain! Experience the beautiful flora and fauna during this hike. Take your Camelbak!

Horseshoes – enjoy a game with fellow leaders anytime

Safe Swim Defense /Safety Afloat Class – Monday or Tuesday at 1:15pm.

Leader/Staff Volleyball Games –
Game One - Monday at 8:00pm;
Game Two - Friday at 1:00pm.

Scoutmaster Skeet Shoot - Time to be announced. Come out and shoot all the innocent little clay dishes you can hit. \$1.00 for three shots.

Leaders' Lounge –
Get away to a quiet and comfortable relaxing lounge to read or surf the net (WiFi available). Make sure to bring your own Lap Top.

Mile Swim - Scouts and adults can earn this award at camp. Participants must pass the swimmer test and attend all practices. Practices take place at 6:15am on Monday, Tuesday, and Wednesday. The mile swim takes place at 6:30am on Thursday.

Climb on Safely – Thursday at 1:00pm in the Headquarters Building

Scout Leaders Cook-Off - Wednesday 12:30 - Compete against your fellow Scouters. A flyer will be put into your mailbox on Monday.

Scouters Dinner - Tuesday at 7:00pm. Please go to dinner with your Troop and stick around for the best buffet in CAMP! at approximately 7:00pm. (We'll also have **Gourmet Brunch** on Friday morning at CRM).

GOLF?! – We have access to fantastic nearby courses. Check Kingwood Resort!

Service Projects – O.K. for you folks that can't get enough work... We always have plenty of projects available! Bring your favorite tools and let us know that you are interested in serving. Projects vary.

Guest Instructors – Got a special area of expertise? Want to teach a merit badge class? Let us know of your talents and desire!

"I was in **TNT class**... I think I learned more about teaching young Scouts from these two (instructors) **than I have from Wood Badge**..."
-- Tim Garrett, Scoutmaster, Troop 388, Watkinsville, GA

Leaders' Service Award

Name _____

Troop # _____

**To Earn the Special Patch Do 8 of the following: Including the 4 Required items (*)**

1. *Attend Camp with your Troop! (O.K. it's automatic)
2. *Attend at least one merit badge class each day.

Monday _____ class, _____ period, _____ Instructor's initials

Tuesday _____ class, _____ period, _____ Instructor's initials

Wednesday _____ class, _____ period, _____ Instructor's initials

Thursday _____ class, _____ period, _____ Instructor's initials

Friday _____ class, _____ period, _____ Instructor's initials
3. *Properly utilize the rocking chairs on the Headquarters Building Porch or Dining Hall for a minimum of 30 minutes. _____.
4. *Visit our Council's Website: www.nega-bsa.org _____.
5. Email someone or check your own. _____.
6. Carry out a troop service project (involve the majority of the troop) this week. See the posted Current available approved projects. List Project details on back of page: ➡
7. Participate in an adult service project. Put your skills to work! See the Camp Director for projects available. List Project details on back of page: ➡
8. Participate in a game of Horseshoes. _____.
9. Compete in the Scouter cook off. _____ Describe your dish on back of page: ➡
10. Hike the Nature / Waterfall trail. _____.
11. Hike to Big Rock. What did you see? _____
12. Play a round of golf. Tell us what course you played _____.
13. Participate in the Leader / Staff Volleyball Game. _____.
14. Attend the Leaders' Dinner on Tuesday night. _____.
15. Attend the Leaders' Brunch on Friday morning. _____.
16. Attend the Safe Swim Defense / Safety Afloat Class. _____.
17. Participate in the Leaders' Skeet Shoot. _____.
18. Locate the U.S. Geological Survey Benchmark and record the information. _____.

Adult Leader Training

BSA Leader Training

New Leader Essentials: A 2 hour session that serves as the introduction to adult leader training. Monday at 7:30pm.

Assistant Scoutmaster Position Specific: A 2 hour session that encompasses the assistant Scoutmaster position specific training. Monday, Tuesday, Wednesday, and Friday at 2:00pm. Participants will register in the online registration program.

Introduction to Outdoor Leader Training: A daily 3 hour session that includes all adult training in basic Scouting Skills. Monday, Tuesday, Wednesday and Thursday at 9:00am. Participants will register in the online registration program.

Be Prepared!

Adults should bring all of the necessary equipment, items, materials and literature they will need for the respective training courses.



"...had a wonderful week, staff was excellent. We look forward to coming back next year!"

-- Dan Smith, Troop 1, Griffin, GA

"We can't find another camp that offers the same quality of programs that Camp Rainey Mountain offers..."

-- Chris Lupton, Troop 459, Goose Creek, SC

Campfires

Sunday Night Campfire

Sunday Night at 9:30pm. Come enjoy opening night at the Stewart Amphitheater with the Camp Staff as we open another session with Sunday Night Campfire! This campfire will feature performances by the camp staff including songs, skits, story telling and a little camp lore. Steeped in tradition, this campfire is always a great way to start things off right!



Mowogo Lodge's **Midweek Campfire**

Wednesday Night at 8:30pm. Sponsored by the Order of the Arrow's Mowogo Lodge #243, Troops should plan a skit or song for the event. SPL's should let the Camp Commissioner know if they would like to participate in the campfire. Also, there will be a special presentation to recognize members of the Order of the Arrow from Mowogo Lodge and Arrowmen from visiting Lodges. OA members, please wear your sash. All Arrowmen are invited to attend the Ice Cream Social following the campfire.



Awards Night Campfire

Friday Night at 9:00pm. This campfire is a chance for Staff to recognize outstanding performances of the week. Troops can also give awards to staff members who made a lasting impression. This is also one last opportunity for song and celebration for the whole camp!

A SCOUT IS REVERENT

At camp, we recognize the importance of religious faith and duty. To fulfill our obligation to help our Scouts and Scouters worship in their own way, we will hold two separate religious services on Sunday evenings. One service is a non-denominational service performed by our Camp Chaplain. The other service will be a Catholic Mass or Eucharistic Service led by a priest or lay minister. Both of these services are held after the Sunday evening meal. Both services are usually well attended. It should be the expectation of your unit to participate in whichever service is appropriate for your Scouts and Scouters.

The Camp Staff will say grace at the evening and morning flag ceremony. Please have your troop's Chaplain's Aide lead your troop in a troop grace prior to entering the dining hall for other meals.

Rainey Mountain Grace

Through the spirit of camping,
may you bless this food,
Great Creator.
May it keep us strong and steadfast,
in service, devotion, and conservation,
for the tranquility of these hills.

Amen

Written by Daniel Victorio, CRM Staff 1994

